LISTING OF CLAIMS

This listing of claims replaces all prior versions and listings of claims in the application.

1. (Previously Presented) A gaming system comprising a gaming server, a plurality of gaming machines, and a communications system connecting each of the plurality of gaming machines to the gaming server, the gaming machines each having a display, a player interface, and a game controller arranged to control images displayed on the respective display, the gaming system operable to track play of a plurality of games played by a plurality of players on the gaming machines, the game controller being arranged to play a game initiated by a player at a said gaming machine, the game being one of a subset of the plurality of games, the subset of the plurality of games being available for play on the gaming machine and selectable by the player, the one of the subset of the plurality of game having a game result which, if it is a winning result, will cause the game controller to award a prize to the player, wherein each said gaming machine includes a game selector that is arranged to select the subset of the plurality of games and display the subset of the games on the display for the player to play, wherein the game selector is arranged to select the subset of the plurality of games based on the player's past history of playing any of the plurality of games and a history of any of the plurality of games played by other players.

2. (Previously Presented) The system as claimed in claim 1, wherein the player's past history of playing any of the plurality of games comprises any of the plurality of games played on the current machine in a current playing session only.

3. (Previously Presented) The system as claimed in claim 1, wherein the player's past history of playing any of the plurality of games comprises any of the plurality of games played on any gaming machine in the system in a current playing session and any previous session.

4. (Previously Presented) The system as claimed in claim 1, wherein the history of any of the plurality of games played by other players comprises a history of play on that gaming machine and not other gaming machines.

5. (Previously Presented) The system as claimed in claim 1, wherein the history of any of the plurality of games played by other players comprises a history of play on any gaming machine in the system.

6. (Previously Presented) The system as claimed in claim 1, wherein the subset of the plurality of games for display by the game selector and their order of representation is selected by a recommendation engine.

7. (Previously Presented) The system as claimed in claim 6, wherein the recommendation engine is located in the gaming machine.

8. (Previously Presented) The system as claimed in claim 6, wherein the recommendation engine is located on a server connected to the communications system.

9. (Previously Presented) The system as claimed in claim 6, wherein the recommendation engine collects player data on the playing habits of all distinguishable individuals who can be linked to a plurality of game plays of the plurality of games.

10. (Previously Presented) The system as claimed in claim 9, wherein the player data is processed to determine the most popular games of the plurality of games with particular individuals.

11. (Previously Presented) The system as claimed in claim 9, wherein the player data is processed to determine groups of games of the plurality of games that are popular with particular individuals.

12. (Previously Presented) The system as claimed in claim 9, wherein the recommendation engine is configured to process the player data to determine at least one popular game of the plurality of games for the player, maintain for each game of the plurality of games in the system a list of other games of the plurality of games that would be of similar enjoyment value to the player, and use the list to select the subset of the plurality of games.

13. (Previously Presented) A gaming machine connected to a gaming system wherein the gaming system comprises a gaming server, a plurality of said gaming machines, and a communications system connecting each of the plurality of gaming machines to the gaming server, the gaming machine having a display, a player interface, and a game controller arranged to control images displayed on the display, the game controller being arranged to play a game initiated by a player, the game being one of a plurality of games available on the gaming machine and selectable by the player and the game having a game result which, if it is a winning result, will cause the game controller to award a prize to the player, wherein the gaming machine further comprises a game selector that is arranged to select a subset of the plurality of games and display the subset of the plurality of games on the display for the player to play, wherein the game selector is arranged to select the subset of the plurality of games based on the player's past history of playing any of the plurality of games and a history of any of the plurality of games played by other players.

14. (Previously Presented) The gaming machine of claim 13, wherein the player's past history of playing any of the plurality of games comprises a history of any of the plurality of games played on any gaming machine in the system in the current session and at least one previous session.

15. (Previously Presented) The gaming machine of claim 13, wherein the history of any of the plurality of games played by others comprises a history of any of the plurality of games played on any gaming machine in the system.

16. (Previously Presented) The gaming machine of claim 13, wherein the subset of the plurality of games for display and their order of representation is selected by a recommendation engine located on a server connected to the communications system.

17. (Previously Presented) The gaming machine of claim 13 wherein for each game of the plurality of games in the system, the player's past history of playing any of the plurality of games and a history of any of the plurality of games played by other players results in a list of other games of the plurality of games that would be of similar enjoyment value to the player.

18. (Previously Presented) A gaming machine comprising a display, player interface, and game controller arranged to control images displayed on the display, the game controller being arranged to play a game initiated by the player, the game being one of a plurality of games available on the gaming machine and selectable by the player and the game having a game result which, if it is a winning result, will cause the game control means to award a prize to the player, the gaming machine being operable to track play of the plurality of games by a player of the gaming machine and further comprising a game selector that is arranged to select a subset of the plurality of games and display the subset of plurality of games on the display, wherein the game selector is arranged to select the subset of the plurality of games based on the player's past history of playing any of the plurality of games and a history of any of the plurality of games played by other players.

19. (Previously Presented) The gaming machine of claim 18, wherein the player's past history of playing any of the plurality of games comprises any of the plurality of games played on the gaming machine in a current playing session only.

20. (Previously Presented) The gaming machine of claim 18, wherein the history of any of the plurality of games played by others comprises a history of play on that gaming machine only.

21. (Previously Presented) The gaming machine of claim 18, wherein the subset of the plurality of games for display is selected by a recommendation engine and the recommendation engine is located in the gaming machine.

22. (Previously Presented) The gaming machine of claim 21, wherein the recommendation engine collects player data on the playing habits of all distinguishable individuals who can be linked to a plurality of game plays of the plurality of games.

23. (Previously Presented) The gaming machine of claim 22, wherein the player data is processed to determine the most popular games of the plurality of games with particular individuals.

24. (Previously Presented) The gaming machine of claim 23, wherein the player data is processed to determine groups of games of the plurality of games that are popular with particular individuals.

25. (Previously Presented) The gaming machine of claim 23, wherein for each game of the plurality of games on the machine, the processed data results in a list of other games of the plurality of games that would be of similar enjoyment value to the player and the list is used to select the subset of the plurality of games.

26-53. (Canceled).

54. (Previously Presented) The gaming system of claim 1, wherein the plurality of games available on the gaming machine comprise games stored on the system and accessible by the plurality of gaming machines.

55. (Previously Presented) The gaming system of claim 1, wherein the player's past history of playing any of the plurality of games and the history of any of the plurality of games played by other players comprises a rank allocated to a game of the plurality of games by the player and by the other players respectively.

56. (Currently Amended) The gaming system of claim 1, wherein the subset of the plurality of games is determined dependent on age of the game information relating to each of the plurality of games.

57. (Currently Amended) The gaming system of claim 6, wherein the [[the]] subset of the plurality of games is displayed according to a rank of each game in the subset of the plurality of games, the rank of each game of the plurality of games being determined by the selection engine dependent on at least one of the player's past history of playing any of the plurality of games and a history of any of the plurality of games played by other players.

58-63. (Canceled).